



"Enjoy a good board game while you can ...

We used to do it and we loved to score victory points, but look at us now! We live in a sewer and life has become difficult. We eat little, we sleep even less, we can't see the sunlight and then there are those bloodthirsty creatures. But hey! I can't complain. They warned us and we ignored them.

Now each inhabitant makes the difference between prospering or becoming definitely extinct, and we have given you an important role to play."

In Ratville, players are the leaders of a community of survivors who live in the sewers. Each turn they must choose among the most qualified people in their community to provide their people with the resources necessary for their livelihood. The player who gets his/her community to prosper and grow faster will be the winner.



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THE GAME CONTAINS THE FOLLOWING COMPONENTS:



28 character
cards
(7 characters, four
copies of each one)



10 loot
cards



32
equipment
cards



34 building
cards



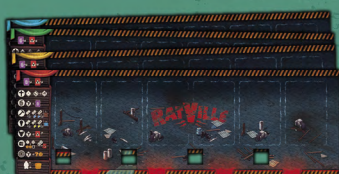
36 wandering
creature cards



1 population
board



1 start player
marker



4 player boards
(one for each player)



16 dice
(4 of each color)



12 multiplier
tiles



20 scrap
metal
tokens



15 mechanism
tokens



15
electronic
module
tokens



20 food
tokens



4 population counters
(1 of each color)



48 damage tokens

GAME SETUP

1 1. Give each player **1 player board, 4 dice and a set of characters (7 cards) of their color.**

2 2. Search among the wandering creature cards for a copy of "rat" (which does not have the letter B on the lower left corner) for each player and place it in front of them.

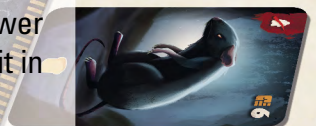
3 3. Separate the remaining **wandering creature cards into two decks**, the advanced one (with the letter B on the lower left corner) and the basic one. Remove the cards marked with 3 and 4 circles (lower right corner) from the basic deck if you are not at least that number of players. Shuffle both decks separately and then **place the basic deck on top of the advanced deck** to create a single deck of wandering creatures.

4 4. Shuffle and place the **loot cards** aside, forming a deck.

5 5. Shuffle the team cards and **deal 5 cards** to each player face down. **Each player must choose 3 cards to keep** and return the other two. Shuffle the discarded team cards with the rest of the cards to form the team deck.



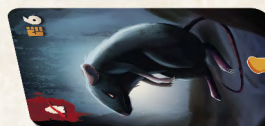
3



8



1

**2****4****5****8****6****2****7****2****9**

6 Place the **building cards** on **one side of the table**, face up and stacked by types, so that all players can see them. Remove those marked with 3 and 4 circles (on the lower right corner) from the game if you are not at least that number of players. Some cards have two faces. For the time being, place them with the A face up. The other side will not be used in this first game.

7 Place the **population board** in the center of the table with the basic side up (the one where box number 20 is highlighted) and place the population counter of each player in box 5.

8 Leave the **resources and wound tokens** at hand to be able to reach them when necessary.

9 The start player will be the last one to have seen a rat. If you prefer, choose the start player randomly. **That player takes the start player marker.**

**5**

GAME TURN

Each game turn is divided into 5 phases. All players must resolve each phase before moving on to the next:

Initial phase > Planning phase > Actions phase > Population phase > Final phase



Example initial phase in a four-player game

1 - INITIAL PHASE

The start player draws a wandering monster card for each player and places them in the center of the table, so that everyone can see them. He/She also **draws a loot card and places the resources shown on it on top of it**, keeping them in the box where they are depicted. For 3-player games, do not fill in the box with 4 circles. For 2-player games, do not fill in the box marked with 3 circles.

If there are not enough cards in any of the decks, shuffle the discarded cards of that deck to create a new one.

2 - PLANNING PHASE

Each player rolls their dice and places them in front of themselves. All players announce the sum of their rolls. The player or players who announce **the lowest value obtain 1 scrap metal.**

Once this is done, **each player must assign each of the dice they have to one of their characters.** To do this, **choose the card of the character you want to use and place it face down** in one of the spaces under your board. **Above the card**, in the space of the board for the dice, **place the die you want for that card**, the card must remain face down so that others cannot see it. **Two of the 7 available characters are considered basic and you can identify them because their number is golden: the Hunter and the Collector.** When assigning dice to the characters, **it is mandatory to use the 2 basic characters.** That means that there are only two dice available for the other 5 characters, so that each turn you will only be able to use two of them, while the other 3 will remain unused in that round, as no dice are assigned to them.





The red player has already finished assigning his dice to his characters and puts aside those who are not going to take action this turn.



This phase ends when all players have assigned a character to each of their dice face down.

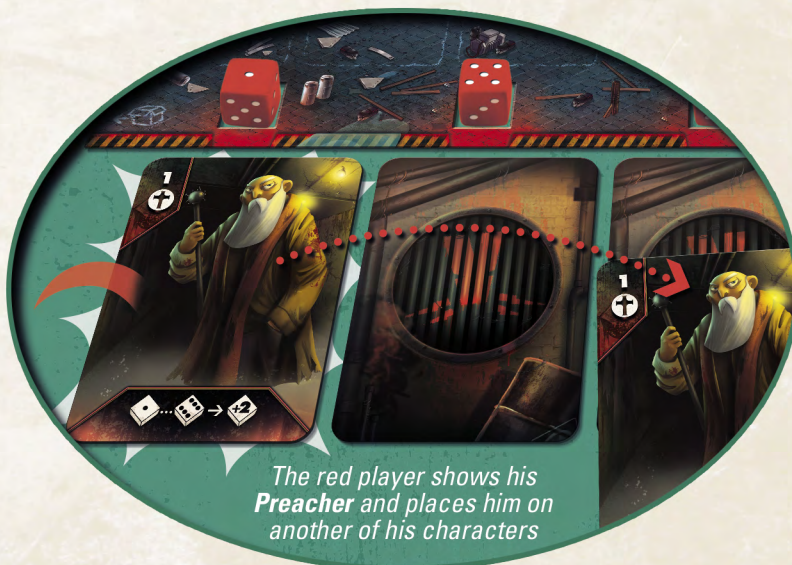
3 - ACTIONS PHASE

In this phase, **the players take the actions of the characters they have chosen, in the order indicated below.** All players **perform the following steps**, even if they have not chosen the character in question and cannot take any actions. This is important when activating the **Ragged Boy** or the **Hunter**, where important parts of the game are resolved.



3.1 PREACHER

All players who have chosen the **Preacher** show it now. In turn order, each of those players **places their Preacher on another of the characters (without showing it) to which they have assigned a dice.** When they later show that character, **they add 2 to the value of the die** they had assigned. That can increase the value of the die over 6.



The red player shows his **Preacher** and places him on another of his characters



3.2 COLLECTOR

All players show their **Collector** and check the dice they have assigned (remember that, as it is a basic character, it was mandatory to assign a die).

The player with the highest die value chooses one of the boxes on the loot card first and obtains the resources that it contains. Then, following the value of their dice, the rest of the players do the same until the loot card is empty. In case of tied values, the closest player to the start player clockwise is the one with the highest value. If the content of a chosen box is population, the player who chooses it must advance his population counter to indicate it.



*The red player has placed a **5** for his **Collector** and has also assigned the **Preacher's** bonus to reach up to **7**. By doing so, he intends to make sure he is the first one to choose.*

3.3 BUILDER



All the players who have chosen it, show their **Builder**. In game order, starting with the start player and following clockwise, **they must decide if they apply the skill of the builder or use it to build.** If they apply the skill, they receive **1 scrap metal, 1 mechanism or 1 of each,** depending on the value of the die assigned to it. If they choose to build, **they can choose one of the available buildings, pay the costs** (top right) **and put it on their player board** (if there are no spaces left, it is placed on its right).



*The red player has assigned a **3** to the **Builder** and decides to use his ability to **gain a mechanism**.*

REQUIREMENTS TO BUILD THE BUILDING:

1. Assign the **Builder** a minimum **value of 5** with the chosen die (and its possible modifications)

2. **Pay the resources** of the building cost (5 scrap metals and 3 mechanisms)

Advantage granted by the building



From now on, you can benefit from the advantages granted by that building. Besides the costs, **the buildings also require a special dedication by the Builder**, reflected by a **minimum value required for the die which is assigned to the Builder**. That minimum value is indicated on the upper right corner. If the die assigned to the Builder does not have an equal or higher value, this building cannot be chosen.



3.4 GEEK

If any player reveals the **Geek** during this phase, they decide if they wish to apply his skill and **gain 1 electronic module, 1 scrap metal or 1 of each**, depending on the assigned number, **or make an object**. These work in a way similar to buildings: **They have a cost of resources and a minimum value that the die assigned to the Geek must have**. If the cost is paid and the value is at least the one indicated on the card, **bring it into play on the left of your board, draw two new object cards and discard one**. In this way, **players always have 3 object cards in their hands**.

An object **modifies the effect of a character**, adding additional skills to apply when it is chosen. **These effects only apply if the character is chosen to be activated during the round and has an effect at the time that is applicable, not necessarily at the time of revealing the character**. For example: **The hacking Terminal makes you gain 1 scrap metal token every time you reveal the Geek**, while the effect of the **Tablet**, **gaining 1 population, must be applied in the population phase**. In the case of the **Ragged Boy's trap**, for example, you must decide if you want to apply it during the **Hunter's resolution**.

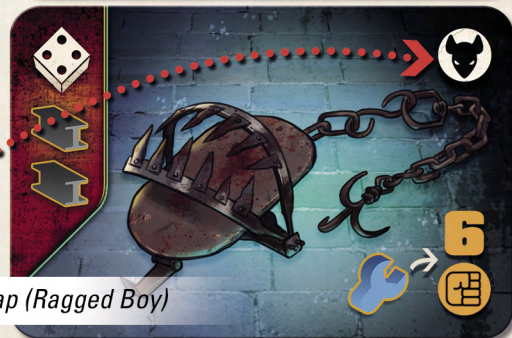
The icons that appear on the upper right corner of the object cards indicate that the character must be activated to use the object's advantage.



Hacking terminal (Geek)



Tablet (Geek)



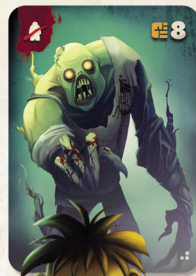
Trap (Ragged Boy)



3.5 RAGGED BOY

Each player shows if they have chosen the **Ragged Boy**. If there is more than one, **this is resolved from higher to lower die value**, resolving ties in favor of the player closest to the start player.

To apply the effect of the **Ragged Boy**, its controller chooses one of the wandering creatures in the center of the table and places it on the player he/she wants (including him/herself). Once all **Ragged Boys** are resolved, each player who has not been assigned a wandering creature this turn, in turn order (start player first and then to the left), chooses one of the creatures left in the center of the table and assigns it to him-/herself. At the end of the operation, each player will have received a creature.



The **Ragged Boy** allows you to assign the **wandering creatures** that have appeared in this turn.

The **Squeaky Beast** attracts a new creature from the deck.



EXCEPTION: The creature “**Squeaky Beast**” has the ability to attract other creatures. If a player is assigned a “**Squeaky Beast**”, he/she must immediately draw the first card from the wandering creature deck and assign it to him-/herself. This ability is indicated by the “+1 card” symbol. If the extra creature is another “**Squeaky Beast**”, this does not cause the arrival of a third creature.



3.6 FIGHTER

Players who have chosen the **Fighter** show it now. If they assigned a **value of 6 or higher**, choose one of the creatures in front of them and eliminate it (remember to obtain the corresponding food tokens, see below). If you assigned a lower value, the **Fighter** will modify the **Hunter's** values in the next phase, as explained below.



The **Fighter** can eliminate one of the player's wandering creatures or modify the **Hunter's** damage values, which will be activated consecutively.





3.7 HUNTER

All players show their **Hunters** and **inflict damage equal to the value of the assigned die to any of the creatures in front of them**. If the **Fighter** has been assigned a die with a value lower than 6, it **increases the damage inflicted by 2**. Some objects and buildings also increase the damage done by the **Hunter**. It is not mandatory to assign all the damage to the same creature; it can be distributed as desired. **Any creature that receives as much damage as its life (top right) dies and is discarded**. Some creatures generate food when they die, which is indicated by food icons. **A creature that does not die keeps the damage tokens that it has received, but it can cause damage to the community and will remain assigned to the same player for the next turn**. Once the **Hunter's** actions have been performed, the surviving creatures remove as much population from the community to which they are assigned as **damage icons they have** (top left). The player at issue **must subtract the damage received by moving his/her marker backwards in the population control board as many boxes as the damage they received**.

EXCEPTION: *The Corrosive Beast removes 2 scrap metal tokens (if the player has any) instead of eliminating population.*

Some buildings and the Fighter's ability grant defense. **A player can ignore as many damage points to their population as defense they have in their community.**



The player distributes the damage points among the Rat (which dies) and the Enraged Beast

30 30



The red player already had two creatures assigned and, in this turn, he has been assigned a third one. He has placed a **4 on his Hunter** and a **3 on his Fighter**, this way inflicting **6 damage points**, 4 by the Hunter and 2 by the Fighter.

He has decided to place **3 on the sewer rat** (which already had 3 from previous turns) and kill it (gaining 1 food in the process), and he has then applied the other **3 to the Enraged Beast**. The rat no longer hurts him, but **the beast and the zombie have**, between both of them, **three damage icons**. Fortunately, the player has **two defense icons**, one for the Fighter and one for the City Hall that he has built, so he **only loses 1 population** in total.



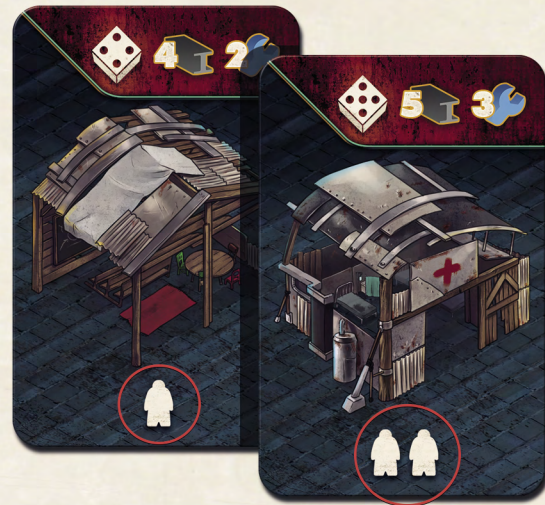
The **Fighter** and **City Hall** defense icons **prevent the loss of 2 population points** (as the surviving wandering creatures have 3 damage icons, the player only loses 1)

4 - POPULATION PHASE

All the communities grow 1 population point plus the number of population icons on the buildings and objects (if they have been activated) of each community.

Some buildings and objects grant additional population if the resource cost they indicate has been paid. This effect is optional and must be paid, if desired, in this phase. In any case, none can be activated more than once per turn.

Once this is done, the players must feed their population. In order to do this, they will pay an amount of food equal to the value indicated on the population board (1 in the beginning, but then it increases to 2 and 3. The increments are indicated by the color of the box). For every food point they do not pay, the players lose 1 population. Paying for food is not optional. The Hydroponic Garden building automatically generates 1 food token to pay during this phase.



Example: a community with a built College grows 1 population per turn, while another with a Hospital, grows 2 per turn

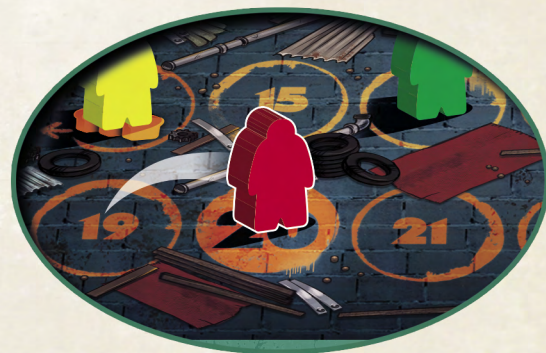
5 - FINAL PHASE

You must check if any player has reached the amount of 20 population (24 on the advanced population board). If so, that player is the winner. If more than one player has succeeded, the one with the most population is the winner. If the tie persists, the player whose dice in his buildings plus objects show the highest value wins. If no player meets the conditions to win, move the start player marker to the next player and start a new turn.

BUILDINGS AND OBJECTS

During the game, players will acquire resources that they can spend to acquire improvements, in the form of objects and buildings. The first ones are carried by a character, so they are only applied if this one is activated during the turn, while the buildings are of the community and always have their effect.

Both of them, one type or the other, require the action of a character to be acquired, the Builder in the case of buildings and the Geek in the case of objects.



ADVANCED GAME

Ratville offers you multiple options to make the game more interesting or closer to your tastes. Before starting the game, decide with the other players if you want to apply any of the following rules:



ADVANCED POPULATION BOARD

Flip the population board and use this more advanced version. It will make the game one or two turns longer and somewhat more demanding with food, which will let you carry out longer-term strategies.

ADVANCED BUILDINGS

Some building cards have a face with a **B** on their lower left corner. You can flip some of them or all of the buildings to create a wide variety of different games.

*Advanced buildings are identified with this letter **B***



NON-MANDATORY CHARACTERS

Although the **Collector** and the **Hunter** are very useful characters, they are not always strictly necessary. **With this rule, players can place the 4 characters they want during the planning phase, without restrictions.** To do this, consider the following:

If a player **does not assign a die to his Collector, he cannot choose resources from the loot card.** That may cause some resources to be discarded because they have not been chosen.

A player who does not assign the Hunter must also resolve the phase, assigning the damage of the bonuses they have gained (such as those awarded by the **Fighter** or **some object or building**) and receiving damage from surviving creatures in the usual way.



DESTROYER
ELIMINATE 3 CREATURES
IN THE SAME TURN

DEFENDER
PROTECT YOURSELF FROM AT LEAST 3
DAMAGE FROM CREATURES IN ONE TURN

BUILDER
BUILD 4 BUILDINGS OF
4+ VALUE (THE VALUE OF THE DIE)

MOTIVATOR
GET 7+ VALUE ON TWO
CHARACTERS IN ONE TURN

LEADER
GAIN 5 POPULATION IN ONE TURN
(THE LOOT CARD DOES
NOT COUNT)

HOARDER
FINISH THE GAME WITH 4
RESOURCES OF EACH TYPE

PACIFIST
WIN A GAME WITHOUT EVER
USING THE HUNTER

FARSIGHTED
WIN A GAME WITHOUT
EVER USING
THE COLLECTOR

EFFICIENT
ACTIVATE AN OBJECT WITH EACH
OF THE 4 CHARACTERS YOU USE IN
A TURN

NOMAD
WIN A GAME WITHOUT
BUILDING ANY BUILDINGS

OBJECTS

Objects can only be used if you have activated the character they belong to. It is not mandatory to use them.



By eliminating a **Wandering creature**, you gain what is indicated in the right part.



The character with this object can add the indicated amount to his/her die.



By eliminating a **Wandering Creature**, you raise the Population indicated on the right.



In the **Hunter Phase**, it protects you from the loss of **1 Population**.



In the **Population Phase**, you gain the indicated **Population**.



When you **build a building**, you pay **1 resource less** of the indicated type.



In the **Hunter Phase**, it gives you the indicated **damage points**.



By revealing the character to which this object belongs, if you have drawn the amount indicated on the left, you **gain one of the resources** indicated on the right.



When **build a building**, you raise the **Population** indicated on the right.



By revealing the character to which this object belongs, you can **change** the resource on the left to one of those indicated on the right part.



In the **Population Phase**, you can pay the resource on the left to win the **Population** on the right.



When revealing the character to which this object belongs, you **gain the indicated resource**.

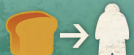


By revealing the **Preacher**, you can add two to an additional character (you do the Preacher's ability twice instead of once).



In the **Hunter Phase**, you can pay the resource on the left to eliminate a **Wandering Creature**.

BUILDINGS



In the **Population Phase**, you can pay the resource on the left to win the **Population** on the right.



In the **Population Phase**, you gain the indicated **Population**.



In the **Population Phase**, you feed **1 less** than required.



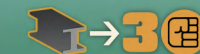
In the **Hunter Phase**, it protects you from the loss of **1 Population**.



In the **Hunter Phase**, it gives you the indicated **damage points**.



All your dice add one to their value.



In the **Hunter Phase**, you can pay the resource indicated on the left to obtain the **damage points** indicated on the right.

